Thank you for purchasing 2D Adventure Sprites: Caves!

Be sure to check out the Example scene (under 2D-CavesPack > Scenes > Example) to get ideas on how to set up a level for a 3D camera parallax effect. Basically, the farther the asset is from the camera, the more it needs to be scaled in order to fill the screen properly.

If you wish to use the character, you will need to create a new layer called Ground and be sure to set any ground section to that layer. Otherwise the character's animations and jump will not work.

All prefabs can be found under the 2D-CavesPack > Prefabs directory.

All art is located under the 2D-CavesPack > Art directory. The assets have been included both as single sprites and as atlases. The prefabs are currently using the atlases to reduce draw calls.

Unity forum thread
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